

L Number	Hits	Search Text	DB	Time stamp
3	27	(345/\$.ccls. and ((environment\$2 or bump) adj2 map\$3)) and ((reflect\$3 or light\$3) adj2 vector\$1) and (frame adj2 buffer\$1) and (real adj time)	USPAT; US-PGPUB	2004/05/19 16:17
4	40	(texture adj map) same (environment\$2 adj map)	USPAT; US-PGPUB	2004/05/19 16:17
5	1056	345/426	USPAT; US-PGPUB	2004/05/19 16:43
6	9	(345/\$.ccls. and ((environment\$2 or bump) adj2 map\$3)) and (reflect\$3 adj2 vector\$1) and (frame adj2 buffer\$1)	USPAT; US-PGPUB	2004/05/19 16:43
-	34	(345/\$.ccls. and ((environment\$2 or bump) adj2 map\$3)) and ((reflect\$3 or light\$3) adj2 vector\$1) and (frame adj2 buffer\$1)	USPAT; US-PGPUB	2004/01/06 19:17
-	2	nvidia.as. and ((environment\$2 or bump) adj2 map\$3)	USPAT; US-PGPUB	2003/12/30 13:40
-	7	(345/\$.ccls. and ((environment\$2 or bump) adj2 map\$3)) and ((reflect\$3 or light\$3) adj2 vector\$1) and (frame adj2 buffer\$1) and ((stor\$3 or save\$1) adj2 pixel)	USPAT; US-PGPUB	2004/01/05 15:39
-	306	345/\$.ccls. and ((environment\$2 or bump) adj2 map\$3)	USPAT; US-PGPUB	2004/01/08 16:34
-	104	345/\$.ccls. and (environment\$2 adj2 map\$3) and (real adj2 time)	USPAT; US-PGPUB	2004/01/06 12:26
-	14	345/\$.ccls. and ((environment\$2 or bump) adj2 map\$3) and ((stor\$3 or sav\$3) with vector with pixel)	USPAT; US-PGPUB	2004/01/06 12:30
-	5	(stor\$3 or sav\$3) adj2 ((reflect\$3 or light\$3) adj2 vector\$1)	USPAT; US-PGPUB	2004/01/06 12:36
-	1	"58B0736".PN.	USPAT	2004/01/06 12:45
-	4	("4901064" "5063375" "5253339" "5563989").PN.	USPAT	2004/01/06 12:47
-	0	63B4B24.URPN.	USPAT	2004/01/06 12:49
-	12	5704024.URPN.	USPAT	2004/01/06 12:49
-	BB	345/\$.ccls. and (environment\$2 adj2 map\$3) and vector\$1	USPAT; US-PGPUB	2004/01/06 13:07
-	1	("5990904").PN.	USPAT; US-PGPUB	2004/01/06 13:08
-	17	345/\$.ccls. and (environment\$2 adj2 map\$3) and ((reflect\$3 or light\$3) adj2 vector\$1)	USPAT; US-PGPUB	2004/01/06 15:33
-	5	345/\$.ccls. and (environment\$2 adj2 map\$3) and ((stor\$3 or sav\$3) with ((reflect\$3 or light\$3) adj2 vector\$1))	USPAT; US-PGPUB	2004/01/06 13:10
-	2	(345/\$.ccls. and ((environment\$2 or bump) adj2 map\$3)) and ((reflect\$3 or light\$3) adj2 vector\$1) and (frame adj2 buffer\$1) and (single adj2 pass)	USPAT; US-PGPUB	2004/01/06 19:17
-	553	345/581	USPAT; US-PGPUB	2004/01/08 16:45
-	3	((single adj2 pass) with (multi adj2 pass)) same map\$4	USPAT; US-PGPUB	2004/05/18 14:26
-	6	345/\$.ccls. and ((multiple or plurality) with (reflection adj image\$1))	USPAT; US-PGPUB	2004/05/18 18:31
-	24	345/\$.ccls. and ((multiple or plurality) with reflection with view\$4)	USPAT; US-PGPUB	2004/05/18 18:09
-	100	345/\$.ccls. and ((multiple or plurality) with ((reflection or intensity or texture) adj image\$1))	USPAT; US-PGPUB	2004/05/18 18:31
-	1	345/\$.ccls. and ((multiple or plurality) with ((reflection or intensity or texture) adj image\$1) with viewpoint\$1)	USPAT; US-PGPUB	2004/05/18 18:32